

## WOODSMEN'S WEEKEND

### Information to Officials and Competitors

#### FLY CASTING - DISTANCE

All teams, including second teams, report to the score board and get their flies. Leaders then report at once to starting positions as per their number; each team will have a starter and will start as soon as they are ready. Each team must use flies obtained at score board.

#### FLY CASTING \* ACCURACY

All teams must use the same position as in the previous event. They will start as soon as distance casting is finished.

#### PLUG CASTING

All plugs must be picked up at the score board. Follow same instructions as for fly-casting.

#### TREE FELLING

All team captains report at once to score board and draw the numbers for their trees. Then report to positions as soon as possible.

#### CROSS-CUT SAWING

Each team will saw on the log they have felled. This log will be marked in four (4) foot lengths. Only one saw will be used except in case the saw breaks. Then another saw may be handed to the contestants, but no time shall be allotted contestants for transfer.

#### BUCK SAWING

Each team uses the same tree they cross-cut on. The butt cut must be used. The team chooses two of the three remaining cuts. Each four foot stick must be sawed twice (2) making three (3) blocks. These cuts are made wherever each team chooses.

#### SPLITTING

Three men will split the three blocks that had been bucked in the previous event into four (4) pieces, no smaller than approximately 3 inches thick.

#### LOG CHOPPING

The three men who did not take part in the splitting will chop on logs pinned to the ground. At the starting gun all teams start. When the first man has chopped through his log, the second man starts and when he's out through the last man finishes.

#### PACK SACK RACE

Each team will pick up their sand bag and tie to rack using only neck of bag. The pack board must touch the ground at each transfer. The contestant can support the load only by holding bottom of board with his hands and must retie load if it dangles or swings.

#### LOG ROLLING

The usual type cant dog or peavy to be used.



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Information for Timing and Officials

I Felling & Twitching

Timing for this event will run from the firing of the gun until the forward portion of the log has crossed the finish line.

2. Cross-cut Sawing:

Timing for this event will be counted from the firing of the gun until the last saw is through the last mark. Each team will make three cuts.

3. Pulp Throwing:

Timing for this event will be counted from the firing of the starter's gun until the 36th qualifying billet has landed. If, in the course of the relay, some billets fail to qualify, it will be necessary for that team to repeat in the relay order until the 36th qualifying billet lands.

4. Buck sawing:

Timing for this event will be from the firing of the starter's gun until the sixth cut has been completed.

5. Splitting:

Timing for this event will be from the firing of the starter's gun until the third man has quarter-split his fourth piece of wood.

6. Chopping:

The timing of this event will be from the time the gun is fired until the third man has cut through the log.

7. Packboard Race:

This event will be timed from the starter's gun to the time when the sixth man has crossed the finish line.

8. Log Rolling:

The event will be timed from the starter's gun until the third roll has been completed.

9. Canoe Races:

Timing for one man portage, two man canoe, one man canoe races, in computing individual scores will be from the firing of the starter's gun until the entry has crossed the finish line. In each case the team score will be the sum of the two individual scores.

10. Bait Casting for Accuracy & Distance:

In the scoring of this event the 1st cast will count 3 points, the 2nd cast 2 points and the 3rd cast 1 point on each target. The score will be the total of those points won by the three contestants.

In distance casting the team score will be the total of each of the three men's longest casts.



11. Fly Casting for Accuracy & Distance

Accuracy: The scoring will be 3 points for the first cast, 2 points for the second cast, 1 point for the third cast at each distance.

Distance: Each entrant will have as many casts for ~~xx~~ distance as he can make in three minutes, the longest of which will be counted. The team score will be the total of each of the three men's longest casts. Each team has three men competing.

GENERAL RULES

1. There will be a meeting of the team captains to review the rules before the starting of each event.
2. There will be no assistance by spectators or team members not actually engaged in the event at hand.
3. Scoring: In each event the best time or distance will receive 100 points. Other times or distances will receive points inversely proportional to the best time or directly proportional to the best distance. Possible perfect score for the meet will be 1400.
4. Disqualification: If a team is disqualified in a certain event, it will receive a point penalty to be previously designated by the Woodsman's committee. Disqualification will be determined by the coaches and captains of the competing teams, and the Woodsman's Weekend committee.

The events won't be run in the order that they are listed here,